



Ranger 1
CLASS & LEVEL

Hill Dwarf
RACE/ANCESTRY/HERITAGE

Outlander
BACKGROUND

STR
+1
12

+2 PROFICIENCY
BONUS

SAVING THROWS

+3 Strength Saves *
+4 Dexterity Saves *
+2 Constitution Saves
-1 Intelligence Saves
+2 Wisdom Saves
+0 Charisma Saves
* *Prof. bonus added*

DEX
+2
15

CON
+2
15

INT
-1
8

WIS
+2
15

CHA
+0
10

ARMOR
CLASS
(AC) INITIATIVE
13 **+2** **25 ft.**

Armor Worn: leather armor

HIT POINTS HIT DICE
13 **1d10**

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+2 piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit. *Hit:* 1d8+2 piercing damage. (Normal range to 150 ft.; disadvantage long range 151 to 600 ft. Must be used two-handed.)

MAGIC, FEATS & SPECIAL ATTACKS

No special notes.

SPEED

Outlander Background [PHB p. 136]

- **Feature:** Wanderer.
- **Traits:** Friends with coastal merfolk. Rational mind.
- **Ideal:** Respect that all life is sacred.
- **Bond:** Detests hunting just for sport.
- **Flaw:** Slow to trust strangers.

PROFICIENCIES & LANGUAGE

Armor: light armor, medium armor, shields

Weapons: simple weapons, martial weapons, battleaxe, handaxe, throwing hammer, warhammer

Tools: musical instrument (flute), smith's tools

Saving Throws: Strength, Dexterity

Skills: Animal Handling, Athletics, Perception, Stealth, Survival

Languages: Common, Dwarvish, Goblin, Sylvan

RACE

Hill Dwarf Traits [PHB p. 20]

- Creature Type: Humanoid
- Age: 112 years old
- Medium Size (3' 11", 136 lbs.)
- Speed not reduced by heavy armor
- Darkvision (60 feet)
- Dwarven Resilience (versus poison)
- Dwarven Combat Training (var. weapons)
- Tool Proficiency (smith's tools)
- Dwarven Toughness (extra hit points)
- Stonecunning (stonework lore)

CLASS

Ranger Class Features [PHB p. 90]

- Favored Enemy: Plants (adv. on Survival checks to track, Intelligence to recall lore)
- Natural Explorer: Forests (double proficiency bonus on Wisdom and Intelligence on favored terrain)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor (AC 11), two (2) shortswords, longbow and 20 arrows, belt pouch, set of traveler's clothes, hunting trap, a staff, trophy from a slain animal. (This load is about 55 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 13 gold pieces (gp); 68 silver pieces (sp); 65 copper pieces (cp); 3 gems (worth 10 gp each)